



# GOOD TASTE

OFFICIAL NEWSLETTER OF THE  
THUNDER BAY ATARI ST ENTHUSIASTS.

VOLUME 2

ISSUE 7

JULY/AUGUST, 1988

## CONTENTS

JUNE MEETING REPORT	page 1
REPORT ON JUNE CES	page 2
NOTE FROM ATARI'S PREZ.	page 5
LEANING TOWARD THE FUTURE	page 6
NEW FACTORY	page 6

## JUNE MEETING AND CLUB NEWS.

At our June meeting we had a very good turn out despite the fine weather and prospect of summer holidays. Desktop publishing, and new games from the UK were the highlights of the evening.

Judging by the way Doug Stankle demonstrated Time-work's DESKTOP PUBLISHER, you would think that he was a professional in the field! Many of the advanced features of this fine program were in evidence, including its capability to 'flow' text around Graphics and boxes. Changing fonts and styles related to the text was quite straightforward; this could be done either in a localised manner or globally. The fonts that presently come with the program are:

- Swiss (sans serif)
- Dutch (roman serif)
- Rockface (slab serif)
- Drury Lane (display caps)
- Ravlana (script)
- Madison (display)
- Bullets (symbols)

The range of point sizes will vary depending on the type of font selected, your printer, and memory size, up to a maximum of 96 points (72 points = 1 inch).

Samples of the harcopy produced by Timework's DTP were impressive. A final assessment can only be made after putting it through rigorous testing. Only then can such

questions as: Is it better than Publishing Partner? etc be answered.

Thanks very much, Doug Stankle, for the competent demonstration. We also appreciate the use of your Mega 2 for the evening.

And now on to the second Doug in our user group - Doug Orlowski.

Doug O. is always full of pleasant surprises. This time around was no exception. He demonstrated three new games obtained from his contacts in the UK, taken straight from their shiny boxes. These games were:

- Xenon a very good scrolling shoot em up type game with excellent graphics and sound including voice synthesis.
- Out Run a racing car game which comes close to the arcade original.
- Gauntlet 2 another adaption from the arcade which matches the original and also has voice synthesis.

Gerry Maggrah came with his nephew, Pat Byrnes. Pat was unable to show his new program 'STARFLEET' because of the incompatibility between this program and the Mega... the infamous cherry bombs made their appearance.

One of the more interesting programs from the disk-of-the-month that were demonstrated by Ed Gierluga was Desk Manager. This program allows you to select accessories and auto run programs in a very simple and effective way when booting up. I find this feature particularly helpful when dealing with ram disks; these can be de-activated for memory intensive programs such as word processors and desktop publishers. Ed also demonstrated the desk top alternative Neodesk, for info on this program see last month newsletter. Thanks for the fine job done, Ed.

The next meeting will be in September, the date will be announced in September's newsletter. Please do plan to attend.

And now for some items of club business...

- This issue of GOOD TASTE covers the months of

July and August. The next issue will be published in September.

- The public domain library is being catalogued, and copies will be made available in September or October at the latest. The library will consist of 80+ disks on hand for club members.
- I have nearly completed a fairly elaborate disk cataloguing program in GFA Basic. There is still a lot to learn regarding the operation of GEM, and so on.

Have an enjoyable summer, and see you all in September.

Neville Denetto

## REPORT FROM JUNE CES.

DOWNLOADED FROM GENIE.

Report from the Summer Consumer Electronics Show

(Chicago, Ill, June 4, 1988) Chicago in June can be beautiful, but getting to the Summer Consumer Electronics Show (CES) here can be anything but... You don't need to hear a litany of travel woes, but suffice it to say that the crowning blow was a collision at the cabstand at O'Hare International Airport between a cab and a rent-a-car bus! But your faithful reporter made it to the show for this first report for you.

Summer CES is a monster of a show -- there are some 1400 exhibitors in 730,000 net square feet of display space.

Over 100,000 attendees will march the aisles this year seeing games, audio, video (even adult video), telephones of every type and description, fax machines and almost anything else that might sell between now and Christmas. And Atari is here...

Yes, Atari is here at CES, but it's different from Comdex, the Computer Dealers Exposition in April. Here, the Entertainment Electronics Division (video games) holds sway and the computers take a back seat -- at least this year. No new 16-bit computer products were shown and the 8-bit products were all games for the 2600, 7800 and XE game systems. In fact, only three ST's were here in the Atari display area and all were playing MIDI -- well, they weren't actually in the area, more like grafted onto the back of Atari's black game temple. But

Atari's games were here and in profusion.

Another notable impression from Atari -- the Electronic Entertainment Division, at least, is willing to spend money and lots of it to promote their game systems and software. Mike Katz, president of the division, announced a \$10 million advertising campaign at a press conference held just before CES. This campaign will include TV ads to run for the rest of the year, including ones featuring such sports stars as Washington Redskins quarterback Doug

Williams. And in the trade dailies here at the show, Atari bought lots of ad space. They're serious about selling games, folks -- they want to double the sales of their games systems this year for the third year in a row. I can't wait for them to get just as serious about selling computers in the U.S.!

Of course, Atari's direct game competitors are here as well. Nintendo bought 20,000 square feet of display space. Yep, that's not a glitch: 20,000 square feet. Their area was filled with third-party developers showing dozens of new games. But the chip shortage has hit even Nintendo and they have had to scale down their optimistic projections from 40-million units (cars) to 30-million. Sega is showing a combination of arcade stand-alone games and their home game system, now available with 3D glasses. Sega's display area is not as big in area as Nintendo's and not as well positioned as Atari's, which is just at the foot of the main escalator into the hall.

And now to the software. This is a game show for the most part and all of the majors were here and some surprises. The only significant serious business product I saw was LDW Power, a new high-speed, high-capacity, GEM-based, 1-2-3-compatible spreadsheet from long-time Atari faithful, Logical Design Works. This package features built-in graphing, high-speed re-calculation, efficient use of memory and comes with a 232-page manual and lots of little features of the kind that make the difference between a product you use grudgingly and one you turn to with a smile. Available now for the eminently reasonable price of \$150.

Activision was here -- or should I say Mediagenics, the new name for the umbrella company that gathers together such names as Activision, Gamestar and Rainbird (formerly Firebird) under one corporate logo. You'll still see the individual names, but the company is Mediagenics. Their big promotion this year -- at least overall -- is a new Pete Rose baseball game -- but not for the Atari, sorry. But Rainbird is a different story entirely.

Rainbird is hitting the streets in the next few months with a great line-up of hot games. First is Carrier Command, the long-awaited 3D solid graphics flight and vehicle simulator. It is available now for the ST at a price of \$44.95 and is not copy-protected. I played this gem and it's hot, a great futuristic combination of strategy, tactics and arcade action.

Next up for Rainbird will be Starglider II, a solid 3D version of the great ST game. Due out in July at a price of \$44.95, this version adds lots of features that would have been thought impossible a few years ago. The screen refresh rate is nothing short of spectacular and the variety of weapons and inter-stellar travel broaden the appeal from the original, which was a landmark game in its day. And speaking of the original, it's being re-released at a new lower price of \$24.95. Oh, you won't believe it, but the



ST and Amiga versions of Starglider II come on the same disk...It's bootable by either!!!!

And Rainbird will release a whole series of new ST games over the next few months. They are really going to support the ST with a broad range of entertainment software, much of it priced at the very reasonable price of \$24.95. Thanks for the vote of confidence in the viability of the ST market!

Lots and lots of arcade classics are being translated to the ST. Capcom, a new name to the Atari market is bringing Bionic Commando, Side Arms, Street Fighter and 1943 to the ST this summer. The first three are arcade-style hit, kick, shoot and kill games with animated figures doing your dirty work. The last is the top-view aerial game set at Midway Island during WWII. They look like pretty darned good ports and should do well with Atarians hungry for more ACTION!

On a calmer (???????) note, Sierra On-Line showed some dynamite new games due out in the next few months. If you liked Leisure Suit Larry in the Land of the Lounge Lizards, well, he's back and "Looking for Love (in Several Wrong Places)." A funny, funny adult game and great-looking follow-up to my wife's favorite game. Due out toward the end of the summer.

And for all you King's Quest fans, KQ IV is on its way with MIDI-output music!!! Sierra and Roland are working together to develop an MT-board for IBM computers that will allow them to play the original stereo score by William Goldstein directly. The ST version will follow, but because of the ST's built-in MIDI ports, that will be the avenue used by the games designers. The game itself is called "The Perils of Rosella" and takes you -- Rosella -- on a perilous voyage to save your ailing father's life. There's an introductory cartoon that sets the stage and it runs ten minutes! It's a b-l-g game and the graphics are getting better and better with each generation of Sierra games.

Watch your back, Sonny Bonds! Jesse Bains, the Death Angel, has escaped and is out for revenge in "Police Quest II -- The Vengeance" from Sierra On-Line. Looks real good and due out (hopefully) before the fall.

You want action? You want video arcade games on your ST. Well, in a surprise announcement, Talto (pronounced "Tie-Toe") is releasing eight arcade ports over the next few months. Due out in July at a \$39.95 retail price are Alcon and Bubble Bobble, while Arkanoid will accompany them at \$34.95. Then in the fall will come Gladiator, Operation Wolf (a dynamite -- and gory -- first-person soldiering game), Qix, Rastan and Renegade, all at \$39.95. Save up your quarters, gamers!

#### ATARI PLANS MAJOR PUSH IN VIDEO GAMES

Chicago, June 6, 1988--Atari Corp. will introduce 45 new video game titles, said Michael Katz, president of Atari's Entertainment Electronics Division, at the Consumer Electronics Show, according to the Reuter News Service. Katz

said that Atari will continue its successful licensing program by signing licensing agreements with various computer game companies for successful games from other formats. According to Katz, 1988 industry sales are projected at \$1.9 billion, up from \$1.1 billion last year.

#### ST NEEDS TO GET TOUGH ON BUSINESS

T.R. Reid of the Washington Post calls The Atari ST a "powerful, easy-to-use, bargain-priced computer with dazzling graphics and formidable sound capabilities," but he raises some questions about the computer's ability as a serious business tool. WordPerfect, Reid said, is an excellent business application for the ST, "but beyond word processing, the Atari is not really a match in the business environment for MS-DOS or 'Macintosh machines.'" Reid is quick to point out that "it's not that the computer itself is incapable" -- just that the software companies that produce major league packages for MS-DOS and Mac aren't taking advantage of the power in the ST (with the exception of WordPerfect). On the other hand, he discusses such Atari-specific programs as the SideKick-like Partner ST from Timeworks, which puts a calculator, Rolodex, appointment calendar and other tools onto your ST desktop. He also cites ST ports (such as The Software Toolworks' Mavis Beacon Teaches Typing) that are better than their MS-DOS counterparts.

Avant Garde's MS-DOS emulator, PC-Ditto, comes under fire in Reid's article. "Even compared with the performance of a rickety old IBM-PC," he says, "running MS-DOS stuff on the ST is a sensation akin to riding a tricycle in the Indianapolis 500." On the other hand, he calls Data Pacific's Magic Sac, which lets you run Macintosh software on the ST, a "somewhat more successful" effort.

Reid feels that desktop publishing should be a natural for the ST -- the features required for desktop publishing happen to be the ST's strengths: "lots of memory, sharp graphics, a versatile laser printer." Reid likes the fact that the Atari laser printer has no built-in fonts or page-description software -- making the printer more versatile than many "smart" printers, and holding the price down as well.

(Chicago, Ill.--June 7, 1988) Well, we've tramped the show floor -- or should I say floors -- for four days now and seen a wealth of new game software for the ST: The software publishers seem to understand what it takes to compete in the ST game market these days: excellent graphics and sound.

The ST and Amiga are roundly acknowledged to have the best around. The MS-DOS/Tandy world may have the bigger market, but developers for that market at CES bewailed the lousy -- and non-standardized -- PC sound. And PC games are just beginning to exploit EGA low resolution graphics. And guess what that is: 320 X 200 with 16 colors. Sound familiar? That's the ST low res that we've

had for three years. As for the 640 X 350/64-color EGA mode, game designers acknowledged in a panel at CES that this resolution is just too expensive in terms of processor time and RAM and disk space to be at all practical for game animation.

O.K., so what do the Road Runner and Captain Blood have in common? They're both new games from the minds at Mindscape. To quote Mindscape: "Ground breaking in its graphic technology, Captain Blood uses both fractal and vector graphic techniques to produce some of the most stunning visuals ever seen in a computer game. [Very, very true -- Ed.] . . . Torka, Captain Blood's solar system sweetheart, has promised to bear him a thousand little Bloods. But there's just one hitch. Half a dozen Captain Blood clones are scattered around the galaxy and they're sapping his energy. Your mission is to search the stars for the pesky clones and destroy them." The graphics really are spectacular and while I can't vouch for the plot, this could be the smash game of the year. It's due out in August for \$49.95.

After that plot, Road Runner is pretty predictable. Based on the arcade game, you're the Road Runner trying to escape Wile E. Coyote. It's not "Gone With the Wind," but the graphics are cute. Due this month at \$49.95. Then there's Paperboy, due out in July for the same price with Indiana Jones and the Temple of Doom following the month after, both arcade hits priced at \$49.95. Then there's Superstar Ice Hockey (\$49.95, this month) and Indoor Sports (\$49.95, July). And a new joystick, the Mindscape Power-players Joystick (\$24.95, now). That's six new games and a joystick -- not bad at all!

Now to Data East. Their new titles are all priced at \$39.95. Available now is Platoon, based on the movie. I have some reservations about a game that requires you to "frag" your superior officer to win, but it follows the movie in this respect and is otherwise a playable war game. Also available now is Speed Buggy, Lock-On (a flight simulator), Karnov (a graphics adventure) and Ikari Warriors (a two-player interactive graphic adventure). Coming in July will be Shackled and in the fourth quarter, Robocop will make his ST debut. That's seven more games...

A new publisher, First Row Software Publishing, has released its first ST game. Called Prime Time, it's a humorous role-playing game that puts you in the position of a TV network exec setting up a programming schedule. The plays-on-words are fun and the strategy is (unfortunately) all too realistic. \$39.95 and look for a review in the October 1988 issue of START Magazine. Add one more to the list...

Cinemaware, publishers of Defender of the Crown, announced that several of their successful games would be released in ST ports over the next few months at \$49.95. Sinbad is a combination role-playing, strategy and arcade game, due for a July release. The graphics have been enhanced from the Amiga version and are really

beautiful. Next out -- in August will be the King of Chicago, the gangster graphic adventure game, followed in October by Rocket Ranger, a graphics adventure/strategy/arcade game. Also announced but without release dates were The Three Stooges and TV Sports Football.

And that adds five more games.

Avalon Hill announced its first ST product, Spitfire 40. This World War II flight simulator will be available this month at \$49.95.

Epyx announced a number of new products. Art Director and Film Director (formerly scheduled to be released by Broderbund) will be released on the ST at \$79.95 for the package this summer. This art and animation package adds several new features to the world of animation programs on the ST and is a must have for any animation buff. Epyx is also releasing California Games (skateboarding, surfing, etc.), Death Sword (martial arts), Arctic Antics: Spy vs. Spy III (Mad Magazine's Marginal Capers characters), Final Assault (unique mountain-climbing simulation: third quarter, \$39.95), Battleship (based on the board game; third quarter, \$29.95), Dive Bomber (guess), Tower Toppler (3D arcade climbing game; fourth quarter, \$39.95), Sports-a-Roni (humorous multi-player sports game; third quarter, \$24.95), Street Cat (feline role-playing at its finest), Metrocross (skateboarding arcade game) and Technocop (futuristic chase game; third quarter, \$39.95). Specific release dates and prices for the other products were not announced, but watch your dealer's shelves and the pages of START and ST Resource for more news. And that adds a whopping twelve more titles!

Mastertronic also made a number of product announcements: Available now under the Arcadia label (distributed by Electronic Arts) is Awesome Arcade (three arcade games in one \$49.99 package), Roadwars (unique rolling ball arcade shoot-em-up, \$29.99) and Rockford (Boulderdash spin-off, \$29.99). And available in the late fall under the Melbourne House label will be a port of the popular arcade game, Double Dragon, not to mention Middle Earth, a massive graphics adventure game based on Tolkien's wonderful characters. And under the Mastertronic label, we'll see Chopper X, Ninja Mission, Outcast and Kickstart II. Dates and prices of this last series were not announced, but this ambitious publisher is adding a total of nine ST products to the market.

SSI, Inc. announced Shiloh: Grant's Trial/West, which should be available now or very soon, Warship (shipping in June or July) and Heroes of the Lance, derived from the first of the DRAGONLANCE modules of Advanced Dungeons and Dragons. This is a good-looking role-playing game that adheres to the AD&D standards and allows the player to control eight characters in a battle against evil. It's due out in late July at a \$39.95 price. Oh, and Electronic Arts is now distributing SSI's software.

Also to be released through EA are three games from



Leisure Genius, a Virgin Games label. All are based on board games. Scrabble is out now for the ST and it will be followed by Scruples later this year and Risk early next year. From Interstel via EA comes Dragon Force (July, \$44.95), an elite paramilitary combat simulation.

Finally, Paragon (again via EA) is releasing Wizard Wars, a graphics-intensive fantasy role-playing game (September, \$34.95) and Guardians of Infinity: To Save Kennedy, a unique time-travel role-playing game with interaction with over 125 real characters. It's due out this fall at \$44.95. Also coming is Master Ninja in August and Twilight's Ransom, a graphic text adventure set in the present day, due out later this year.

Timeworks announced that they will be releasing their five graphics, design and font packs for use with Desktop Publisher ST later this year. These will allow the newsletter publisher to brighten up his or her publication. All are priced at \$39.95 and the first two, Font Pack 1 and Design Ideas are due out in August.

Spectrum Holobyte announced Tetris, the first entertainment software to come out of the Soviet Union. It's out now for various Apple computers and due out for the ST soon.

Broderbund also made a splash at CES with their new products. Star Wars, based on the arcade classic, is due out this fall at a price of \$39.95 and a really dynamite skiing program, Downhill Challenge, is priced at \$29.95 also with a fall release date. If you remember Choplifter!, an 8-bit classic, then you will be interested in Broderbund's next release. Dan Gorlin, Choplifter's author, has created Typhoon Thompson in Search for the Sea Child, an arcade adventure based on the arcade game Airheart. It should be shipping soon at a price of \$34.95.

Accolade, publishers of Test Drive, has announced Bubble Ghost, a cute arcade game (available now at \$34.95) and Mini-Putt, a crazy miniature golf game (available in the third quarter at \$44.95).

Thunder Mountain, publishers of low-price software, also announced a line-up of ST games. Summer Challenge, Tau Ceti, Tal-Pan, Winter Challenge, Leviathan, Top Gun and Wizball are priced at \$14.95. Release dates were not announced, but add six more to your list.

Titus, publishers of Crazy Cars, announced Off-Shore Warriors and Fire and Forget, both for summer release and both for \$39.95. Good graphics and digitized sound.

Three-Sixty, publishers of Dark Castle, announced a new (and easier to play) animated adventure game aimed at younger players, Warlock. It's cute and should play well -- in June for \$39.95.

If my math is right, that makes a total of seventy-three new titles in this report, plus those from my last report. It looks like a very good year for ST software, especially entertainment software.

### A Note From the Prez.....

#### TO USER GROUPS AND ALL ATARI ENTHUSIASTS:

I was disappointed to read the negative letters and articles regarding comments made by Neil Harris at the West Coast Computer Faire. We at Atari feel that our computers are the clear technological leaders in their classes. The XE/XL line is superior to the Commodore 64, and the ST series beats any '286 or 386 MSDOS machine; it also beats the touted Macintosh (68000) machines, and even surpasses the Amiga in all areas except for internal sound.

The educational, productivity, and entertainment software available for the Atari machines makes for an excellent combination which yields many uses. My family knows, as we use an 800XL, an XE Game Machine, and a 1040ST. Neil was only saying that the future will bring EVEN MORE POWERFUL computers which will be easier to use, and I am sure he is right. This statement is not meant to belittle today's models or users.

While I am communicating with you, let me clear up a few things and also ask for your help. The DRAM shortage is still with us and it is inhibiting our distribution in the U.S. We hope this will get better in the 4th quarter of '88. In the meantime, we will CONTINUE TO SUPPORT ATARI COMPUTER presence in the U.S. We will advertise this fall to keep our presence in the U.S.

I ask all of you two things: first, please do not pirate software. Talk your friends out of it also. The software community is suffering and complaining, please police pirating so Atari software companies can thrive. The other favor I ask of you is to be the Evangelists of the Atari world. Tell your friends, associates, teachers, etc., how great the XE/XL and ST are.

#### LET'S WORK TOGETHER TO MAKE THE ATARI MACHINES A STANDARD IN THE U.S.

--- Sam Tramiel, President, Atari Corporation

It is nice of Sam Tramiel to leave us a little "note". What is he really trying to say in this informal chummy statement? We feel he is letting us know there are big things on the immediate horizon for the Atari Community as a whole....As a result, we, at this time, have elected to give Atari the chance to "show us their stuff" and encourage all of our readers to do the same. Sam...please understand our position, and at least give that position sincere consideration; that is, of the all articles published lately, most are not really negative but are, indeed, direct and indirect constructive criticism.

The Dealers across this nation need more encouragement from Atari and you, to allow Federated to get into this price matching and price war garbage is disgraceful! The offensive dealer(s) should be cutoff. Do not allow Federated to fight fire with fire, you will have nothing but

## ASHES.

The 520 STFM DOUBLE SIDED DRIVE ISSUE must be resolved, the truth is out, there folks here on the east coast who have purchased 520stf machines shipped with D/S drives. What are dealers to do with existing inventory? Sell it for less? Return the drives for \$ and exchange?.... Which? The ISSUE is before us now for two weeks without an answer.....

(ST REPORT mentioned over three weeks ago that Atari would begin to ship D/S drives in the 520stf machines.) Also, We hope Atari is willing to help SPA and the interested software companies in stopping the two biggest PIRACY problems we are facing today: SOFTWARE RENTAL & DISTRIBUTION OF BOOTLEG SOFTWARE.

To bring the discussion of backyard piracy back will only cloud the real issues of today with a glut of senseless chest pounding. The major issues are the moving forward of our favorite company and the ST Computer product line. Rex.....FROM GENIE.

## LEANING TOWARD THE FUTURE

by T "Rex" Reade

Atari is about to become a National Trend Setter in the U.S.A., How? With the acquisition of the factory in Houston Texas..Atari will now be in a position to supply all the dealers it cares to authorize and that means that the average consumer in this country will have the ST at his finger tips with little or no trouble at all.

The news of Atari starting on the venture of becoming the "computer company for the people" once again is indeed invigorating and inspiring. The "good feeling" comes in the form of knowing that no longer will Atarians be singled out as "the pirates of the home computing world because the sales of many more machines will undoubtedly drop the percentage figures drastically and allow us to be comfortable, much the same as IBM and others are when the subject of piracy comes up, we Atarians will be among the most numerous machines in the country and therefore the software houses wouldn't dare bad mouth us ....ever again.

Another major benefit will be the increased interest and sales in the ST marketplace due to the larger number of machines in use. We will see the third party hardware and software firms going to great extremes to outdo each other in pursuit of the ST userbase. The Atari userbase has a wonderful future in store for it as long as Atari continues to forge ahead on the current course it has chosen. Even those SCORCHED EARTH policy software companies will be forced to pay attention and enter the marketplace. Wanna bet they use pseudonyms for their names? You can be sure of this, if Atari does what it said it would do production wise and sales wise for the ST Computer line in the USA, the userbase will never again be wanting as far

as third party hardware or software is concerned.

## THE NEW FACTORY

The Atari Corp. is involved in negotiations to use a vacant mall for a video games factory and distribution center near Houston. Vince Giammatteo, Atari vice president for manufacturing operations, declined to discuss the negotiations Thursday, saying he might have an announcement next week.

The Friendswood Development Co., a subsidiary of the Exxon Corp. and Wulfe & Co., a Houston realty firm, were hired last year as a management and consulting team for the mall property. "It's possible that a go or no-go decision on the Atari deal could be reached as early as this weekend," said Friendswood Development spokesman Randy Creech.

Industry sources told The Houston Post that mall representatives and Atari executives are trying to resolve questions about air conditioning and security at the Deauville Mall. Friendswood Development is managing and maintaining the 350,000-square-foot mall, which has stood empty since completed in 1985 by the Deauville Corp.

As we have seen in the past, it is so easy to assume or take comments out of context or read into them something that was never intended to be there. This has recently occurred in a statement made by "INDUSTRY SOURCES" concerning Mr. Vince Giammatteo of the Atari Corp. in relation to the factory site in Houston Texas. Who are these Industry Sources making noises sounding like "Atari was only going to make game machines in Texas"?...This is not quite right...350,000 some odd square feet of building to make just the XE Game system? Anybody who knows Atari would not even think twice about the error of this statement.

\*\*\* Atari would be well served if they realized it's their fault that the image of the "toy video game company" has stuck to them like glue. A NATIONAL Advertising Campaign to "re-educate" the general public is very much in order. Before those who have made the error of assuming "if it's Atari it's a good video game machine" can be enlightened, Atari has to be first to say so! It is hard to conceive that the userbase or usergroups have the resources to purchase the needed Air Time to really reach the people, "Active Disciples" we are. Wealthy active disciples most of us are not!

GOOD TASTE is Published monthly by T.A.S.T.E.- The Thunder Bay Atari ST Enthusiasts. Issues are mailed to all members in good standing. Memberships are \$25.00 per year, \$15.00 for Students. Opinions expressed in this publication are those of the individual authors and do not necessarily represent or reflect the opinions of GOOD TASTE, or our user group which is not affiliated in any way with Atari. This issue of GOOD TASTE was created using TIMEWORKS PUBLISHER. Layout- E. Giertuga, Co-Editors- N. Denetto and E. Giertuga.